SPACE GAMES EXPLODE INTO A NEW DIMENSION.

SEGA/Gremlin

ZAXXON

The game that puts space games in perspective.

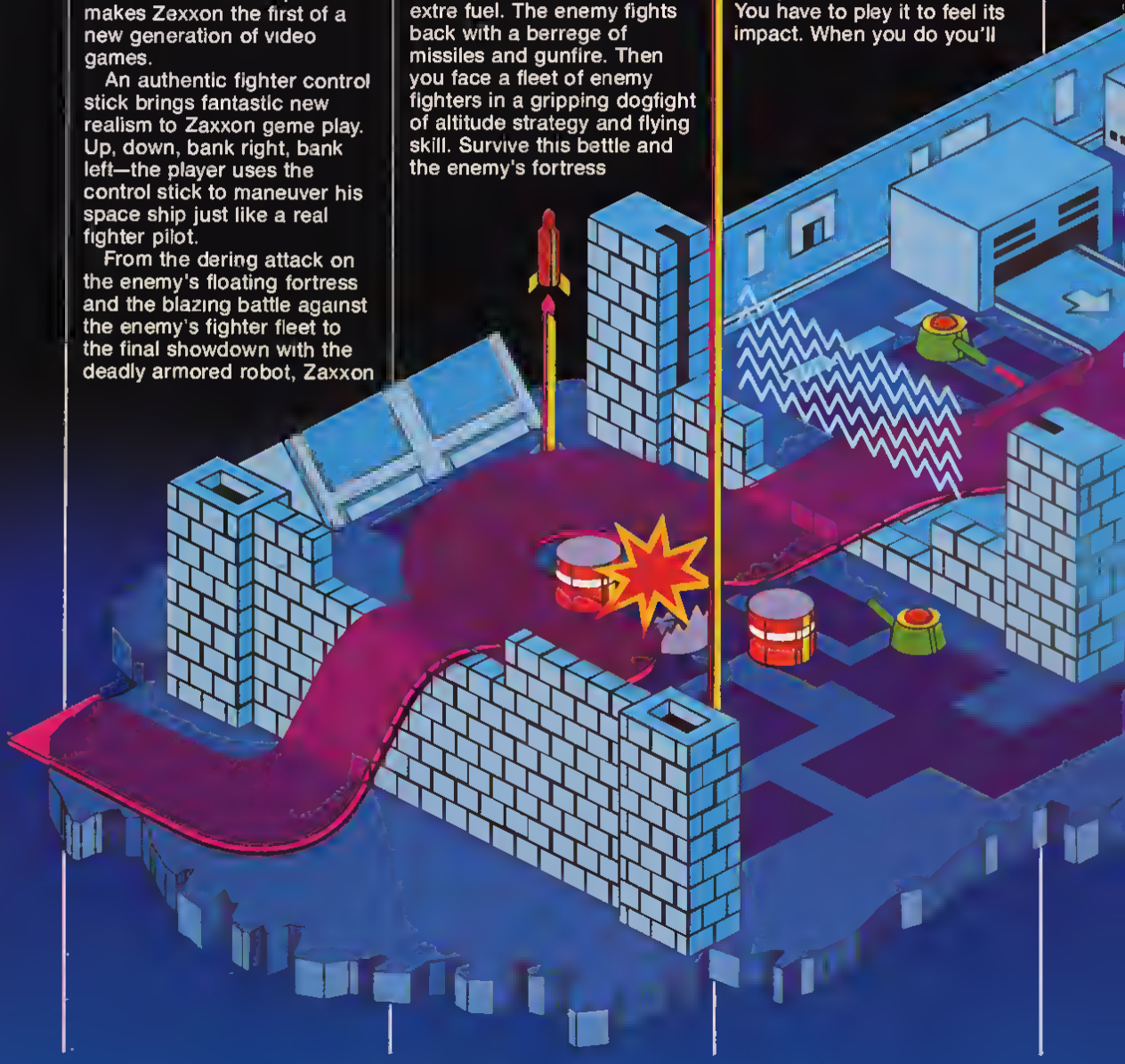
Zaxxon technology end creetivity present a 3-dimensional-like playfield which sets Zexxon apart–and makes Zexxon the first of a new generation of video games.

An authentic fighter control stick brings fantastic new realism to Zaxxon geme play. Up, down, bank right, bank left—the player uses the control stick to maneuver his space ship just like a real fighter pilot.

From the dering attack on the enemy's floating fortress and the blazing battle against the enemy's fighter fleet to the final showdown with the deadly armored robot, Zaxxon chellenges the skill and imagination of every player at every level of skill.

Imagine yourself the pilot, the pilot's control stick in your grasp. You attack the enemy fortress—climbing, diving, strafing to score points end extre fuel. The enemy fights back with a berrege of missiles and gunfire. Then you face a fleet of enemy fighters in a gripping dogfight of altitude strategy and flying skill. Survive this bettle and the enemy's fortress defended with laser barriers, then you've earned the ultimate challenge: a blazing confrontetion with the powerful robot, ermed with a lethal homing missile.

Zaxxon is the one game that you must see to believe. You have to pley it to feel its impact. When you do you'll



know whet we mean when we say Zaxxon gives space games a fantastic new perspective.

For more information on the pace-setting Zexxon end its new dimension for cesh collections, call your neerest Sega/Gremlin distributor.

SEGA®/Gremlin®

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THE MANY NEW DIMENSIONS OF ZAXXON.

The first game to put video display in perspective also puts excitement, challenge and skill into a new dimension

New Excitement

The vivid color and detail of ZAXXON's playfield provides a totally unique graphic presentation which simulates a 3-dimensional-like effect. Zaxxon looks and sounds like actual aircraft flight, and players can soar to new levels of video entertainment. Operating a newly designed and field-tested control stick with pistol grip and trigger firing action, the player guides his ship just like a real fighter pilot. Diving, banking, flying left and right, the player ship appears larger or smaller depending on its altitude. The player ship even has a shadow which follows its every move. And Zaxxon has the fantastic new sound of *space wind*, so the player feels the thrill of flight like never before.

New Challenge and Skill

And what an enemy the player faces. First, the heavily armed *floating fortress* must be navigated, dodging walls, strafing fuel tanks for extra fuel, and avoiding fire from missiles and gunnery. It's a dazzling journey to score points, to replenish the player's fuel supply, and to earn bonus ships.

Surviving the enemy barrage over the fortress brings the player up against the enemy *fighter fleet*. Destroying these aggressor ships is an artful battle of skill and depth perception because the player ship must be at the enemy's altitude when he fires to score a hit. Once the player has survived the enemy dogfight he confronts a new battle within the *enemy headquarters*. This is a more heavily defended fortress of tighter passages armed with laser barriers and increasingly heavy firepower to engage the player.

That test successfully passed, the player must defend against the enemy's deadly *armored robot* and homing missile. It is a blazing battle to the finish until the player scores six hits on the missile, or until the robot destroys the player ship. Succeeding rounds increase in difficulty to heighten player challenge.

Upright: 72" high, 32" deep, 28" wide, 330 lbs.

Cocktail table: 25" high, 28" deep, 36" wide, 165 lbs.

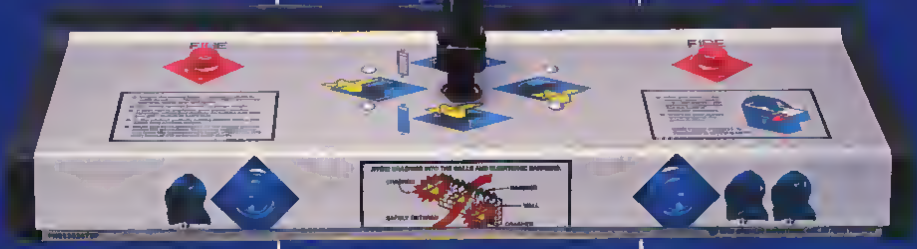
ZAXXON™

The thrill of Zaxxon begins with the player ship invading the enemy fortress.

The player ship can score by destroying missiles, enemy ships, gunnery and radar towers.

Rounds become progressively more difficult and exciting as the player ship must navigate between laser barriers and fortress walls.

The ultimate test of every player's skill, the blazing confrontation against the enemy robot challenges players to keep on playing.



A newly designed and field-tested flight control stick with pistol grip and trigger firing action gives Zaxxon players the feeling of an actual fighter pilot in combat action.

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